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MA-13
Parental Discretion Advised
Mature Audiences

A SEGA TRUVIDEO PRODUCTION

TOMCAT ALLEY™

NOW PLAYING ON SEGA CD!

"An awesome ride for jet fighter fans... a roller coaster knock-out!"–**Game Pro**

A Renegade Soviet commader threatens the U.S. As tactical officer, it's up to you and your pilot, Dakota, to stop him!

You target and fire, execute defensive maneuvers, navigate and communicate in 7 big missions against air and ground targets.

Tomcat's active matrix software creates each video dogfight with millions of possible outcomes.

With your decisions changing the outcome, unexpected danger could be just around the corner, even for a veteran who has flown all the missions!

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SEGA™

SEGA CD™

OFFICIAL SEGA SEAL OF QUALITY

4439

A SEGA TRUVIDEO PRODUCTION

MIDNIGHT RAIDERS™

TEEN

AGES 13+

Warnings

READ BEFORE USING
YOUR SEGA VIDEO GAME SYSTEM

Epilepsy Warning

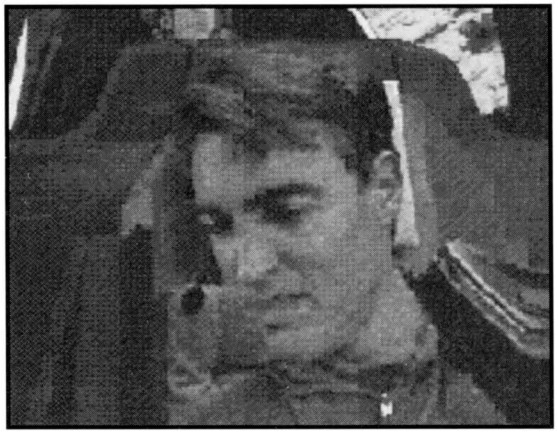
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.**

Owners of Projection Televisions

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection TVs.

About Audio Connectors

If the Audio connection is made to your television from the Sega CD, the Mixing Cable must be used to connect the headphone output jack on the front of the Genesis to the MIXING input jack on the rear of the Sega CD. If the Audio connection is made to your television from the Sega Genesis (using either the RF cable or a Video Monitor cable), the Mixing Cable must NOT be used.



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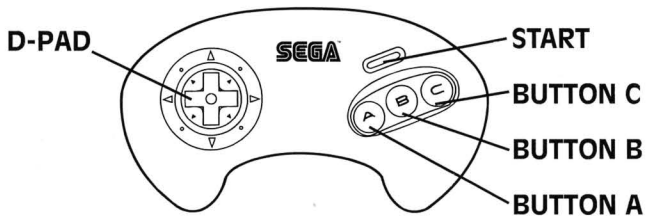
SEGA GAMEPLAY HOTLINE
1-415-591-PLAY

STARTING UP

1. Set up your Sega CD™ and Sega Genesis™ systems and plug in control pad 1.
2. Turn on your TV or monitor, and then turn on your Genesis. The Sega CD logo should appear.
   NOTE: If nothing appears on screen, turn the system OFF, make sure it is set up correctly, and then turn it ON again.
3. Open the disc tray or CD door. Place the game disc into the disc tray, label side up. Close the tray or CD door.
4. If the Sega CD **logo** is on screen, press START to begin the game. If the **control panel** is on screen, move the cursor to the CD-ROM button and press BUTTON A, B or C to begin.
   NOTE: If the disc is already in the Sega CD when you turn it on, the game will begin automatically after a few moments.
5. As the story unfolds, take a few moments to learn about the Midnight Raiders and the dangerous rescue mission you're about to embark on.
6. Press START to display the Start screen.
7. Press START again to begin Phase One of your mission.

TAKE CONTROL!



BUTTON	ACTION
START	Starts/pauses game
D-PAD in any direction.	Controls the target site
BUTTON A	Fires Handgun *(When on Foot)*
BUTTON B	Fires Sidewinder Missiles *(Against Air Targets)*
BUTTON C	Fires Hellfire Missiles *(Against Ground Targets)*
BUTTON C	Reloads Handgun *(When on Foot)*

THE MISSION

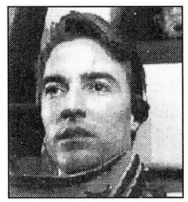
"Operation Midnight", a simple reconnaissance mission, looks straight forward enough. As the rookie gunner of the first Apache "Dragonfly", your job is to rescue Victor Mensch, a world renowned expert on nerve gases who is being held hostage at the Al Shakkur chemical installation deep in enemy territory.

As the rookie of the Midnight Raiders team, you're psyched to get up there and show them what you're made of. But within seconds, two Blackhawk troop carriers are shot down over enemy targets. Waiting for your next command from OpCom, you suddenly realize something has gone terribly wrong. With only 2 choppers and no air cover, you're chances of making it out alive are getting slimmer by the minute. And yet, CIA agent Adams refuses to abort "OPERATION MIDNIGHT".

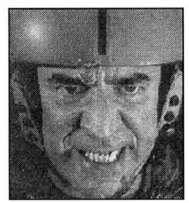
Now there's no turning back. You've got to penetrate a wall of heavily armed security guards, retrieve the hostage, plant a tactical nuke in a specific locale and get out of the plant before it blows. All Adams asks is that you "extract the professor and leave no traces."

As you dive into danger, first in the air, then on foot and finally by jeep, you can't help but wonder – why was this seemingly ill-fated mission ordered to continue? Could it be that you – a rookie shooter – are completely expendable at the hands of one crooked bureaucrat?

THE MIDNIGHT RAIDERS TEAM



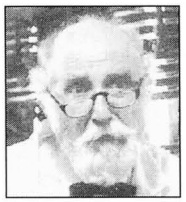
YOU: "Joker"— Gunner, Ist Apache (Code-name: Dragonfly) You're a young rookie with a lot of guts. You always look like you're having fun—good cover when you're really petrified. You won't wear a helmet (uncool) 'cause you're usually jamming to great rock & roll.



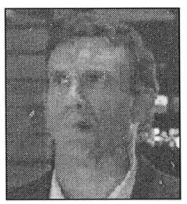
"Stryker": the best pilot they've got. Doesn't have much patience for rookie shooters. Wouldn't even consider NOT wearing his helmet. Doesn't have anything to prove. 'Nam, Desert Storm, Stryker has seen it all.

"Sparks":— 2nd Apache (Codename: Ladybug) Pilot. Rebel... a little severe but her teammates respect her for it. She's dark and beautiful and she's not afraid to let you know that you're too cocky for your own good.

THE MIDNIGHT RAIDERS TEAM CON'T



"Professor Victor Mensch": the greatest living expert on the formulation and implementation of nerve gases. He's been kidnapped and forced to reveal secrets to the terrorists. If you don't get to him on time, he'll be the first victim of his own deadly information.



"Adams" is a high-level CIA agent and the one in charge of this mission. A no-nonsense guy who doesn't have much patience for hot shots and renegades. He has made it his personal crusade to get as much of the military's equipment back in one piece as possible. Even if it means losing "a few good men."

"Col. Grimsby" usually the one in charge, but has been assigned to follow Adams' orders for this mission. Not as by-the-book as Adams, a lot more concerned about the men than their machines.,

GOOD LUCK JOKER. YOU'LL NEED IT.

WEAPON SYSTEMS

MISSILES: When flying the Apache AH-64 Helicopter, you can fire one of two missiles. Each weapon has its own strengths and weakness depending on your target.

Sidewinder Missiles: Button B
Most effective on fast moving targets. Launch this one against enemy Hinds in the air.

Hind Chopper

Hellfire Missiles: Button C
Known for its pinpoint accuracy over long distances. Fire this to take out ground based targets like tanks and SAMs.

SAMs

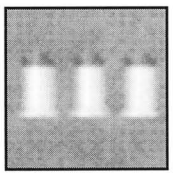
Tanks

The number of missiles you have depends on what mode you select – Easy or Hard (see page 8).

WEAPONS CONT.

HAND WEAPONS: Button A

When on foot, you only have hand guns to protect yourself against enemy soldiers. The hand guns are limited to 15 rounds, but you can reload up to 10 times.



To reload the hand weapon, move the target over the **bullet icon** on the lower right of the screen and press Button C (each bullet is worth 15 rounds).

OPTIONS

TARGET BOXES:

Set to **"on"**, targets are outlined by green boxes (collision detectors) to help guide your firing.

Set to **"off"**, targets are not outlined. You must identify your targets through the smoke and flames.

DIFFICULTY MODES:

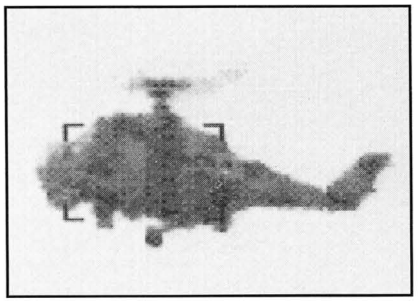
You have the ability to choose between **EASY** and **HARD** mode. On **EASY** mode, you have 50 Hellfire and 50 Sidewinder missiles. On **HARD** mode, you are limited to 15 of each.

OPERATION MIDNIGHT

PHASE I "TARGETS AHEAD"

Ok Joker - it's all up to you now..
as Ist Apache "Dragonfly" you're flying through the not-so-friendly-skies and you've got to take out all air and ground enemy targets in your way.

Don't look away Joker you've got company



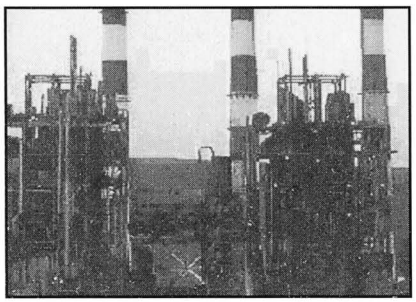
Come on Joker—you've only got about 5 seconds to hit that target!

If you miss — Ladybug will sometimes save your hide... but don't count on it.

Heads up joker – you have 6 seconds to destroy those SAM emplacements before they come looking for you.

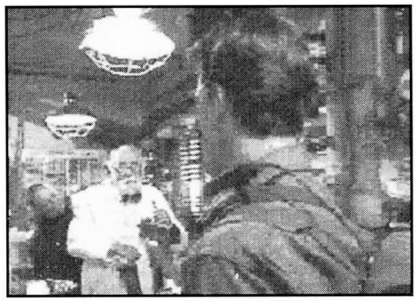
If you're shot down twice, the rescue chopper comes, the third time you're either a casualty or a captive —

PHASE 2 "THE FACTORY RUN"

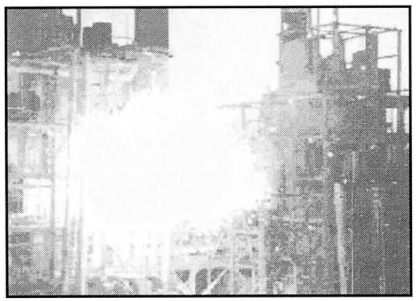


Good work "Dragonfly"- your primary target is in site, but your problems have just begun. You've got to save the professor before he's forced to reveal all-his deadly secrets.

You're now on foot and alone. You've got to shoot all enemy soldiers — don't forget to reload. (weapons page 6)



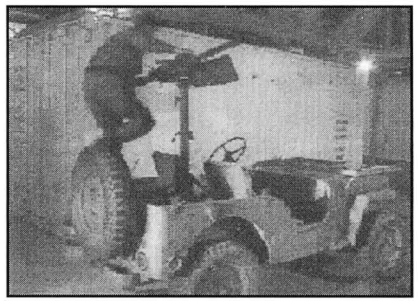
Good work Dragonfly –
now grab the professor and run!



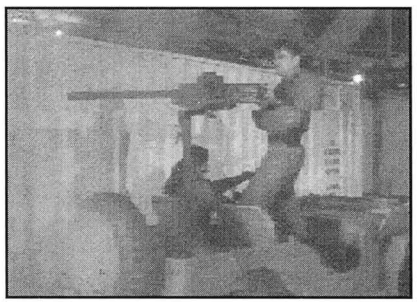
OK Hotshot, you've destroyed the plant,
but you're not home yet!

This is real life here Joker—one life's all you got here —
if you're sloppy and get hit — the game's over.

PHASE 3 "RESCUE"



You only have a few seconds to get to the jeep
and get out of the chemical plant.



With Sparks at the wheel
you just might make it out alive—if you're lucky.

Congratulations Joker — you're the coolest
and you knew it all the time.

MIDNIGHT RAIDERS CREDITS

Actors	Todd Jensen Mychelle Charters Michael Gregory Jules Mandel David Crowley William Knight
Original Concept	Sam Nicholson
Original Score	Mars Lasar
Director of Photography	Dan Schmit
Executive Producer	Chris W. Bankston
Engineering	
Written by	Sam Nicholson George Goldsmith
Producers	Sam Nicholson Tony Cabalu
Directed by	Sam Nicholson
Second Unit Director	David Kuklish
Product Manager	Peter Loeb
Assoc. Product Manager	John Garner
Product Specialist	Nemer Velasquez
Asst. Product Specialist	Clint Dyer
Manual	Copy: Hillary Clayson Art direction: Kathy Garfield Production: Kelly Jonick

MIDNIGHT RAIDERS CREDITS

Asst. Producer	Vy Nong
Production Assistant	Berj Beramian
Programming	Kevin Ashley Jay Tautges
Game Lead	Christine Watson
Asst Leads	Derek Carmichael Don Carmichael Mike Williams Devan Hammack
Testers	Gregg Watkins Maria Tuzzo Michael Baldwin Arnold Feener Chris Colon Todd Morgan Michael Wu Lloyd Kinoshita Phillip Co Nathan Tam
Special Thanks To	Tom Kalinske Shinobu Toyoda

NOTES

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Sega of America, Inc., warrants to the original consumer purchaser that the Sega CD compact disc shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective compact disc at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

To receive U.S. warranty service, call the Sega Consumer Service Department at this number:

1-800-USA-SEGA

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at this number:

1-800-872-7342

DO NOT RETURN YOUR SEGA CD COMPACT DISC TO YOUR RETAIL SELLER. Return the compact disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective compact disc to Sega. The cost of returning the compact disc to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega CD compact disc requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your compact disc cannot be repaired, it will be returned to you and your payment will be refunded.

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Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this limited warranty are valid in the United States and Canada only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

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First name _____ Last name _____

Address _____

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State _____ Zip _____ Phone number _____

☐ 1 Male ☐ 2 Female Birth Date ___/___/___
mo / day / yr

2. Describe the other game players in your home:

PLAYER 1: Age ___ ☐ 1 Male ☐ 2 Female

PLAYER 2: Age ___ ☐ 3 Male ☐ 4 Female

3. Who bought this product?

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☐ 4 Relative ☐ 5 Another Household Member

When was it bought? ___/___
mo / yr

4. What is the name of the game you purchased?

_____

5. What other electronics or computers do you have in your home? PLEASE CHECK EVERYTHING YOU HAVE.

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☐ 3 Game Gear ☐ 4 NES (8 bit)
☐ 5 Philips CD-I ☐ 6 Super NES (16 bit)
☐ 7 TurboGrafx CD ☐ 8 Other

Other:

☐ 1 CD Player ☐ 2 Laser Disc Player
☐ 3 Macintosh Computer ☐ 4 PC (IBM or IBM Compatible)
☐ 5 VCR

6. What kinds of games do you play most often?

☐ 1 Fantasy Action ☐ 2 Fantasy Role Playing ☐ 3 Fighting Machines
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